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Programmed and designed by Franci brokings and Pane O'Rise. Special shops, as the or Warts, Second continger and Fisherd Fride. Manual by Hell Mithelper and Franci Landings.

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Thank you for purchasing KRAZY KREATURES, another exciting video game from American Video Entertainment, Inc. Our seal of quality guarantees challenging, affordably priced software for play on the Nintendo Entertainment System.



TABLE OF CONTENTS

TABLE OF CON	LEINIG
Introduction	Page 1
Getting Started	Page 2
Using the Controller	Page 2
The Kreatures	Page 3
The Game	Page 4
Scoring	Page 5
Hints	Page 5

- * 3 difficulty settings * 1 or 2 player competitive or cooperative game play
- . Dozens of levels and lots of KRAAAAZY KREATURES:

HERE THEY COME

And there they go. Creatures from all over the universe are overrunning the screen, and they just keep coming. You gotta line 'em up to move 'em out, and hope you can keep 'em moving out faster then they come in, 'cause if the room fills, that's it. The entire system shuts down.

It's so easy. Just pick 'cm up, move 'em and put 'em down, three, four or more in row, and watch the entire klump of kritters transport away.

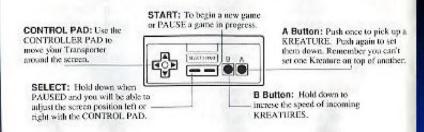
When the foot starts tapping you're running out of time. You have only a few more seconds to clear out as many clumps of kritters as you can. So go for the BIG bonus points.

Now you are warmed up and ready for the next round. Here they come, but there are more of 'em, and they're flying at you faster. Dogs, cats, chatter teeth, and wait a minute, Pink Elephants? You're not imagining this, they really are there!

GETTING STARTED

- 1. Make sure the power switch on your console deck is turned off.
- 2. Insert KRAZY KREATURES game cartridge label side up.
- 3. Turn on the power.

USING THE CONTROLLER



THE KREATURES



CAT



DOGGY



ANIMALS need to be 3 or more in a new



SNAIL



COBRA



CHATTERTEETH



SPHERES



BOOK



ATOMIC CLOCK



LARRYFACE



SPINNER



HIPHOP HUMANOINDS need at least 5 in a new



MARTIAN



FISHFACE



FROGGO MONSTHRS need 6 or more



GLOWSKULL

The KREATURES Page 3

THE GAME

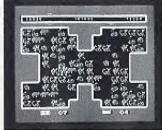


KRAZY KREATURES allows single, double, cooperative and double competive Game Types.

Diffculty and level may be selected from the options screen,

At the top of the main game screen the players scores are displayed. The center score is a combined total score of both players.

When the foot starts tapping your time is almost up.



Tiner

Level Number

SCORING

Three in a row is worth 10 points per KREATURE for a total of 30 points, four in a row is 20 per KREATURE, five in a row is 30, and so on up to a maximum of 80 points per KREATURE for eleven in a row. Bonus points for intersecting rows. 200 points for two rows, 300 points for 3 intersecting rows, and 400 points for 4 rows completed at the same time.

EXTRA END OF WAVE POINTS From 20 to 80 for each empty square and a special added honus of 500 points for clearing all the KREATURES in the level.

HINTS

Secret Move #1, put the Transporter on top of completed groups and hit the A Button twice.

Set up long rows with gaps and let the KREATURES fall in place at random. Then use Secret Move #1 to score big points and clear the screen quickly.

Question marks will transport everthing around them, they are very helpful in the higher levels.

Compliance with FCE Regulations.

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